

# IMCL Special Session Proposal

## Title

*GinEE – Games in Engineering Education*

## Acronym

*GinEE*

## Overview

*Today, electronic games are more than just entertainment platforms – they are platforms through which we experience virtual situations, try out strategies, and develop respectively simulate new ideas. In addition, Game-Based Learning applying AI is set to grow rapidly. On the one hand, AI supports game design and implementation. On the other hand, AI enables self-regulated personalized learning.*

*Applications of Game-Based Learning include automotive, aerospace and systems engineering, medicine, banking, and management. In this context, games are successful educational approaches, mainly when they are built on one of today's well-established didactic frameworks aiming at strengthening self-regulated personalized learning.*

*This Special Session, Games in Engineering Education (GinEE), held as part of the IMCL 2026 Conference in Athens, Greece, in November 2026, aims to explore all aspects of developing, adapting, and applying digital game-based and game-like approaches in engineering education. The session will provide a platform for presenting the latest developments in the field of games in engineering education, exchanging innovative ideas, discussing open research questions, and identifying future directions. Original contributions presenting novel applications, usability studies, empirical findings, practical experiences, and conceptual approaches related to this topic are welcome. This special session brings together researchers, educators, developers, and industry stakeholders to share ideas and experiences, foster collaboration, and strengthen networking between academia and industry.*

## Topics

*Potential topics include but are not limited to:*

- *Game-based learning*
- *Integration of AI into games*
- *Application of didactic frameworks*
- *Gamification*
- *Games engineering*
- *Serious games*
- *Digital transformation*
- *Storytelling*
- *Development of non-technical skills / meta-cognitive skills*

- *Simulation*
- *Learning scenarios based on virtual worlds*
- *Project-based learning – capstone projects*
- *Development Tools for games*
- *Personalization approaches*
- *Digital Badges*

## **Program Committee**

### **Chair(s)**

*Matthias C. Utesch, Chair for Information Systems and Business Process Management, Technical University of Munich, Germany, [utesch@in.tum.de](mailto:utesch@in.tum.de) (acting chair)*

### **Members**

- *André Thomas, Department of Visualization, Texas A&M University, United States of America, [manink@arch.tamu.edu](mailto:manink@arch.tamu.edu)*
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